How To Animate

Ferngully Fairy Flying Effects

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Types of Fairy Flying Effects

THERE ARE TWO TYPES OF FLYING EFFECTS

1) Standard flying FX (FX from waist down) flying normal speeds, acting.

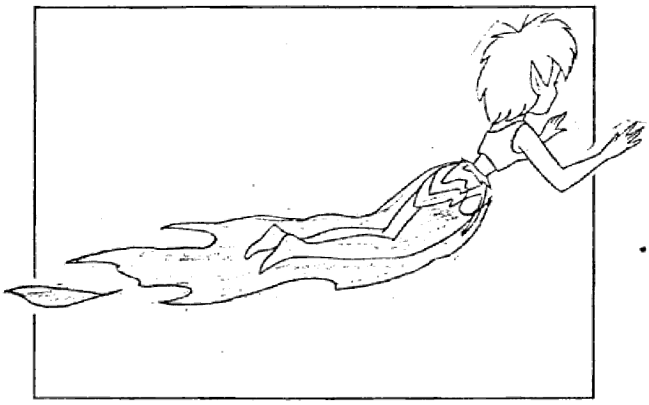
2) Glowball zooming Crysta (all FX) when she's flying fast and not acting.

The basic motion of the trail and the Friendlies (little sparkles that follow behind) for both FX are the same. **The main difference** is that the trail on the standard flying FX goes from somewhere in the waist area down, and the glowball zooming Crysta is completely covered by the trail FX.

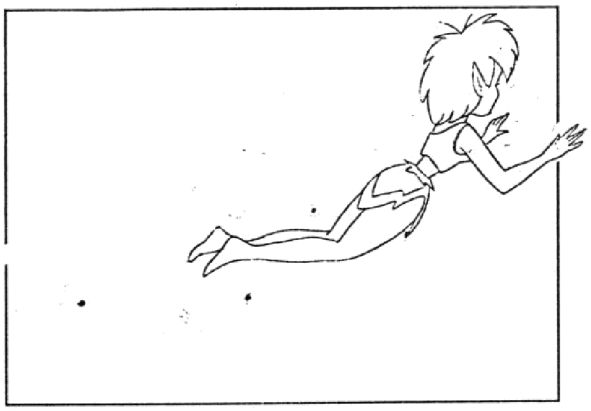
Standard Fairy Flying Effects Elements

The standard flying FX consists of two basic elements (besides the character.)

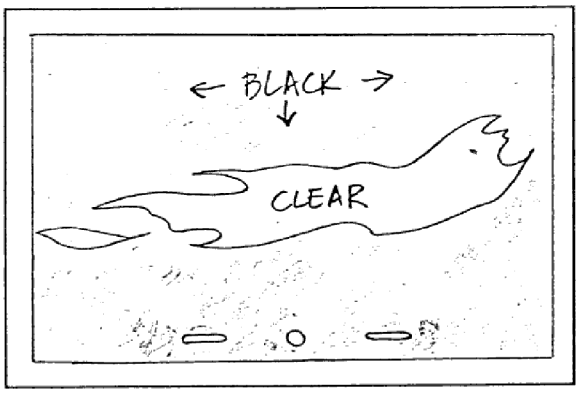
The Fairy Trail



The sparkle glowballs, or “friendlies” (modern 90’s version of Pixies Dust)

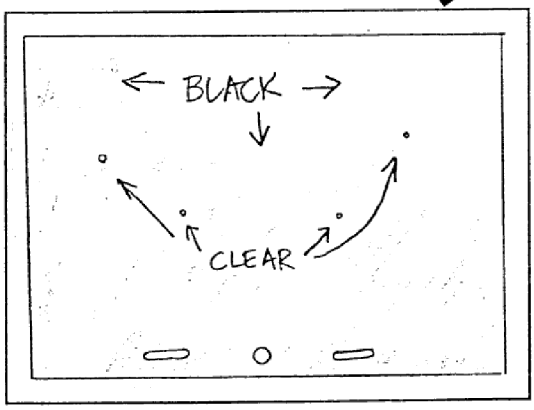


1) Final trail artwork is cutout of exeter or painted black opaque with cel vinyl and looks like this



Shot with 1/16' opal over artwork, turquoise gel (Rosco #76) and diffusion (usually #6, but sometimes less for smaller art.)

1) Final friendlies artwork is holes punched inexeter paper and looks like this



Shot with green gel (Rosco #89) and diffusion (usually #5.) No star filters ever!!!

RULES OF MOTION AND DESIGN

(SEE ACCOMPANYING VIDEO)

The flying effect is an image that occurs as a result of a Fairy flying through the air.

It's length and style is usually a function of how fast the Fairy is flying.

The flying effect consists of two basic elements:

1) The trail

2)The glowball sparkles ("Friendlies")

THE TRAIL

The trail follows the Fairy where ever she flies and its shape follows closely the path of the Fairy (with extra followthru and momentum, of course.)

The effect starts somewhere in the Fairy's mid waist area, between the ribs and the hips, and is shaped roughly as a scallop or finger shapes clinging to the Fairy's body, becoming a solid shape that completely surrounds the Fairy's legs, always covering the legs. It trails behind much like a comet but more accurately described by its creator as, "The shapes you get when you pull a lit match quickly through the air." Some little pieces of the the trail will break off as the Fairy flies along. (Not too many)

The fingers or scallops of the effect where it starts at her waist can move slightly should not looked tacked on like a skirt. Think of it as an interaction of an air current, it can change and move with air. But don't let it look like it's boiling!

Shape of the trail should get longer and shorter according to her speed and motion. In general, it varies from about 1/2 to 3/4 of her length more. Don't keep it too much the same shape or it will look like a banner stuck to her. Put bumps and wave action in the shape, and keep it dimensional. Since the trail is shot with lots of diffusion, keep it close to the body and allow enough room for shapes to spread. Don't let it look like a plastic bag around the lower part of her body.

When little bits break off, they dissipate in just a few frames and move slightly away from the Fairy as they shrink. You can also put a hole in the trail to break up the shape somewhat. Don't have too many pieces break off or it will look like a flamey jet trail.

When the trail is first animating on, it should always move down
the body, not up.

If the Fairy comes to a gradual stop, then the trail shrinks back towards the fairy and dissipates around her, back towards the waist, then off completely.

If the fairy comes to a sudden stop, the trail continues forward by its own inertia and divides roughly into two or more pieces, swirling and dissipating away from the Fairy's body in approximately 1220 frames. Kind of a "tulip effect" like a swirling air current as it dissipates, but not perfectly symmetrical.

The trail is animated on 2's if the character is on 2's, and l's if the character is on l's.

THE "FRIENDLIES" (SPARKLE GLOWBALLS)

The second half of the flying effect is the 1990's version of traditional pixie dust, but improved!

Rather than having sparily dust particles that break away from the fairy as she flies, instead the Ferngully philosophy is that the fairies are so much a part of their surroundings and are one with all the life forms so that when they fly through the air they magnetically draw magic energy from the air or surrounding leaves. These are the "friendlies."

AMOUNT: No less than 3, averaging about 5 on the screen at any one time, the friendlies follow the fairy and its trail where ever it flies.

PATH: The Friendlies follow a loose spiral like path around the path of the trail effect. Not a trail or residue of movement.

SPEED: Whereas the trail effect travels quickly with the fairy, the Friendlies meander and lag behind the Fairy on 2's. They never catch up. On the average, they move at about 1/2 the Fairy's speed. They also move slower in the distance, the farther away the Fairy gets.

LIFE SPAN: Each individual "Friendly" has a short life span averaging approximately 24 to 36 frames, and traveling usually about 1/10 the length of the path. They can be born anywhere along the predetermined spiral path a little ahead of the previous Friendly but always somewhat behind the Fairy at that given frame. They never start ahead of the Fairy.

Before one Friendly has a chance to die out, one or two more are born to replace it.

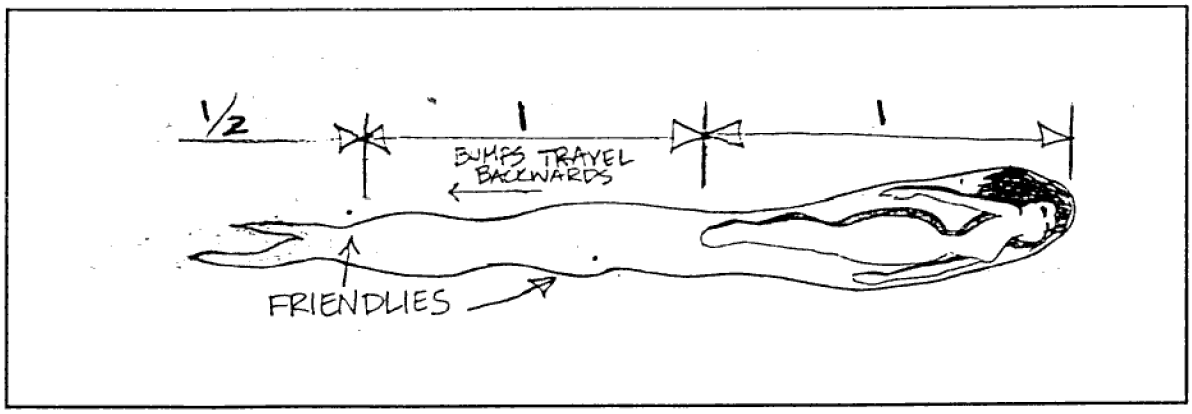
SIZE: Friendlies stay constant in size (allowing for perspective, of course.)

IMPORTANT: Somewhere along its journey it pops twice its size for one or two frames, then back to it's normal size. Each Friendly only does this once per lifetime. This gives it a little bit of twinkle (but not much!)

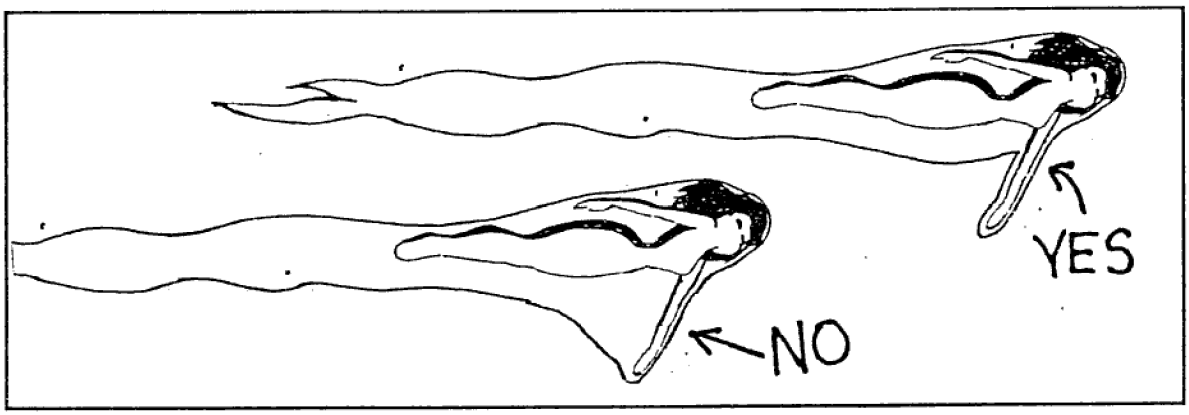
EXCEPTION TO THE RULE: The very last Friendly in a scene that flies close tot he Fairy does not pop bigger for 2 frames, but stays a constant size so as not to call attention to itself.

How to Animate Glowball Zooming Crysta

The Fairy Trail and the glowballs are animated the same for the glowball Crysta as they are for the standard flying FX. The only difference is that the trail effect must cover all of Crysta, as the colors in the trail work with her color to combine and form the final color.



Be sure and keep trail close to her body to allow for diffusion. If an arm or leg sticks out, incorporate that shape into the trail rather than making it look like she's in a plastic bag. (Remember: the trail must cover all parts of her or her color won't work correctly, as it depends on the blending of the top and bottom lit colors.

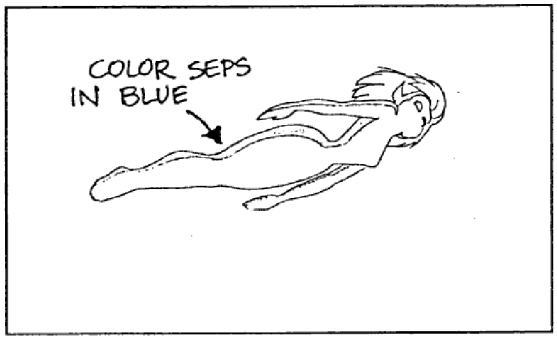


BEWARE: There are scenes where Crysta goes from glowball to normal flying effects or vise versa. In this case, the trail and the friendlies continue in their respective backlit passes while the toplit passes crossdissolve from one to the other (see example.) The only difference is that during the time the toplit passes are dissolving, the animation of the trail must go from just her waist down to covering all of her if it's going from normal to glowball, or it must animate from covering all of her to just from her waist down if it's going from glowball to normal effects.

PDF provided by www.animationmeat.com

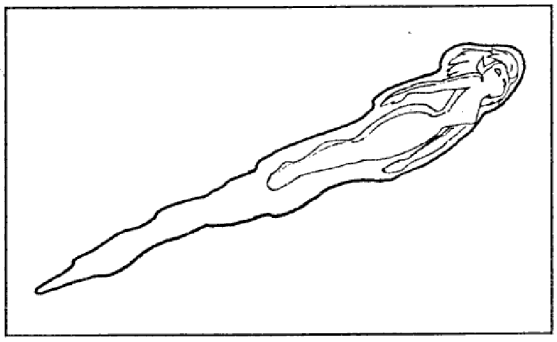
Glowball Zooming Crysta Flying Effects Elements

1) The special two tone Glowball Crysta

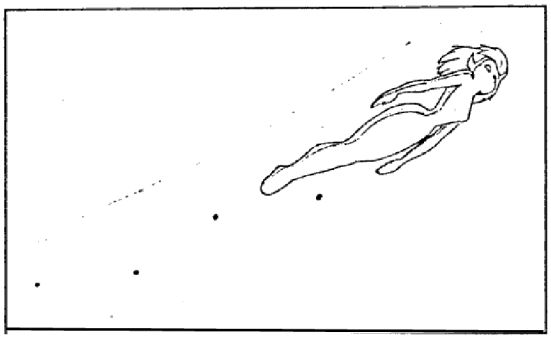


2) The Crysta matte, same as #1, painted opaque black

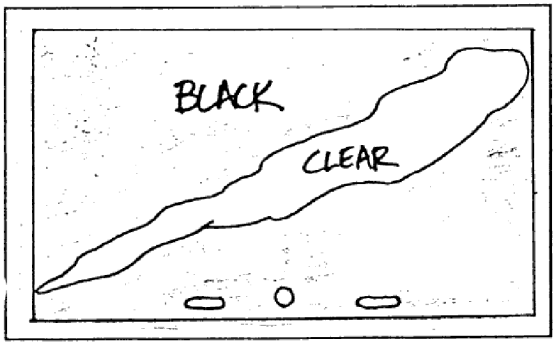
3) The Fairy trail: covers ALL of the Fairy



4)The Friendlies.

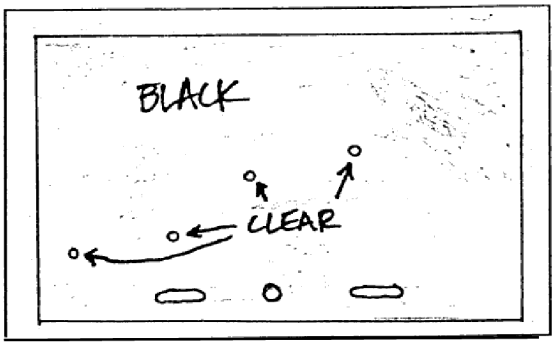


3) The trail as final art, cut out of exeter paper or painted black opaque.



Shot with 1/16" opal over artwork, turquoise gel and diffusion

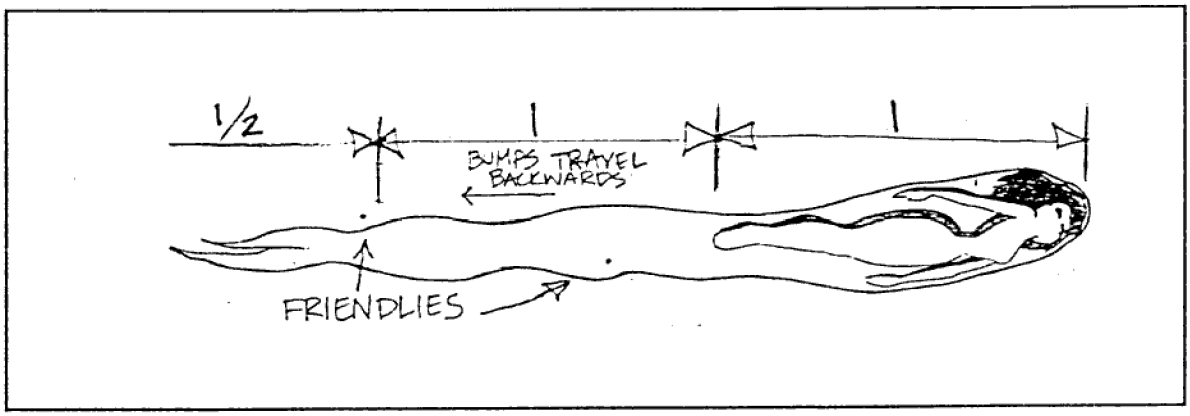
4)The Friendlies: holes punched exeter



Shot with green gel and diffusion #5

TRAIL EFFECT

When Crysta is traveling her fastest, the flying effect completely engulfs her body and the length of her trail stretches to 11/2 times her length.



When she's traveling primarily in one spot while the background is moving by her, you can make each bump and dip on her trail effect travel backwards towards the tip to give the feeling that she is traveling forward. Do not animate shapes traveling forward.

FRIENDLIES (GLOWBALLS)

The friendlies drift very slowly on static shots and are almost traveling the speed of the background pan.

They should originate behind Crysta closely in or around the trail effect and travel backwards almost as fast as the panning BG (animated on l's.) Not too many friendlies in the shot at one time, depending on how much of the flight path is showing, occuring intermittently. (Usually 2 to 5 Friendlies at one time.) On a pan, you can animate the friendlies backwards and out of the shot or have them last no longer than 24 frames, which ever applies.

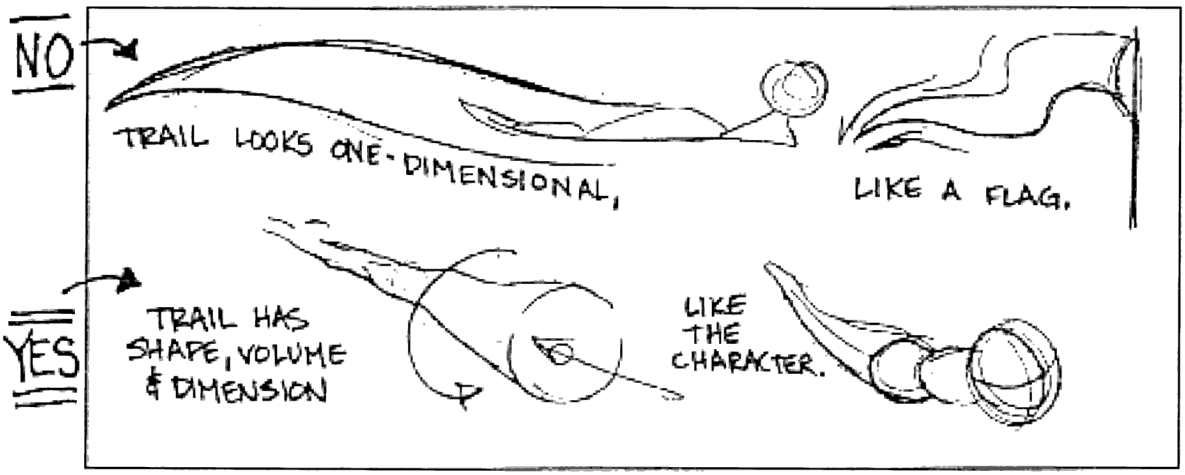
Don't forget, have them pop to twice their normal size somewhere along their way off.

To make things easier animate Friendlies during steady part of pan and avoid the slow ins and outs.

If Crysta starts to slow down her flight, her trail should start shrinking also. The length of Crysta's trail should relate to her speed.

Helpful Hints and Suggestions

* Be sure to keep trail dimensional, with lots of follow thru and momentum, and some pieces breaking off. Do not let it look like a flag or banner stuck to Crysta.



Not too many pieces breaking off, so it doesn't look too flamey.

* 'Where the trail joins her, on waist /hips/ rib cage, don't let it look like it's tacked on. Edges can move a little, but not too much shouldn't look like it's boiling. This keeps it from looking like a skirt.

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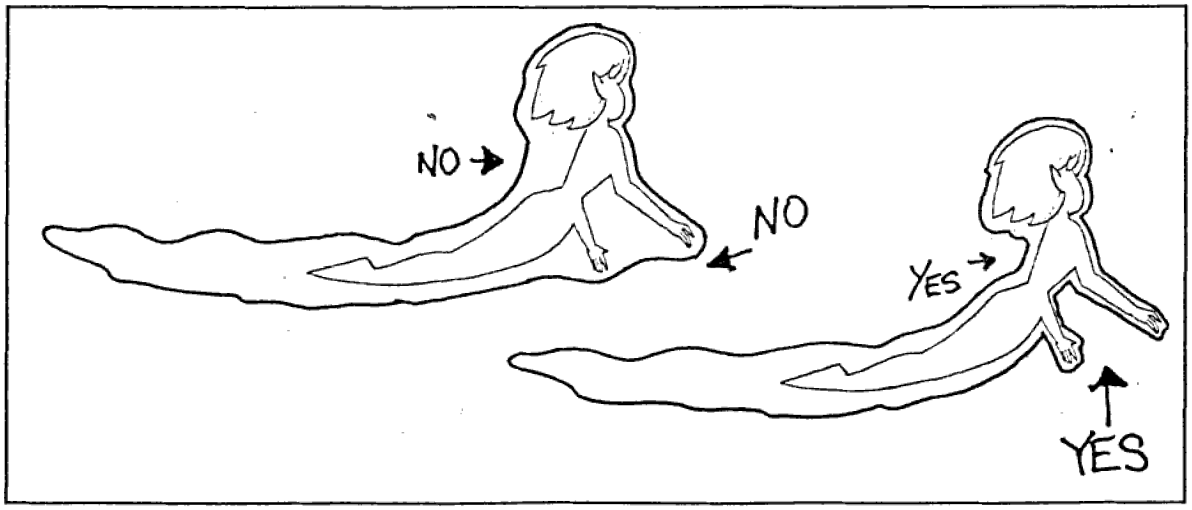
* Trail should always start by moving down her body, not up.

* Trail width should stay close to Crysta's body to allow for diffusion. Because trail is so heavily diffused, small holes and shapes may close up, so keep that in mind when animating.

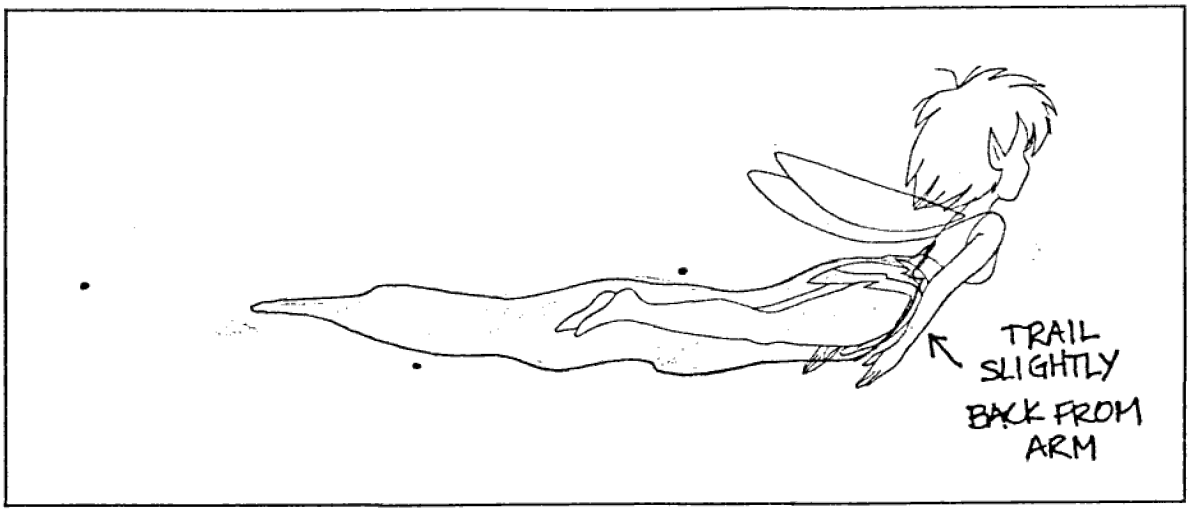
PDF provided by www.animationmeat.com

Helpful Hints and Suggestions

* For simplicity, if arm comes in front of trail, do not register, but pull back trail slightly from arm to allow for diffusion.

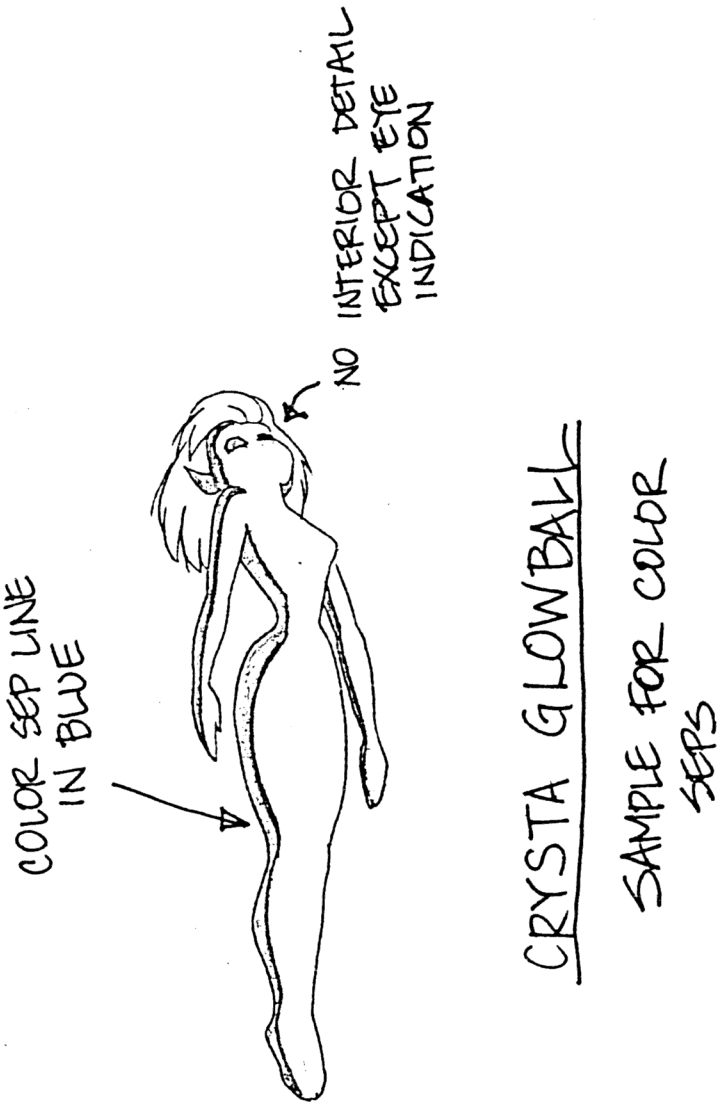


* When she is completely covered by trail, if an arm or leg sticks out, keep the trail close to it rather than making her look like she's in a plastic bag. When she's in her glowball effect, all of her must get covered by the effect or the color will look funny where the effect doesn't cover her.

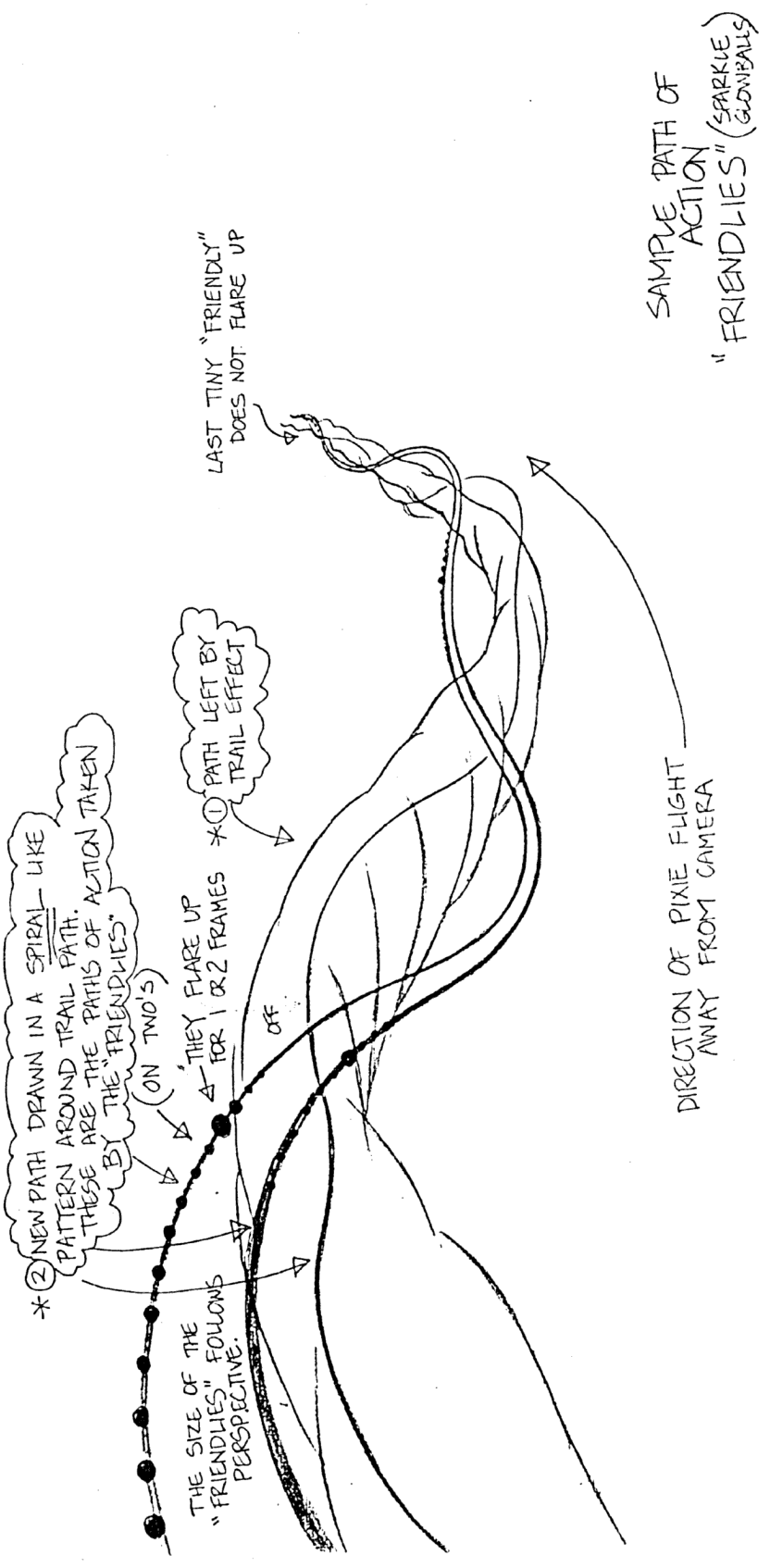


* Pieces that break off should vary in size and always move away from Crysta as they shrink.

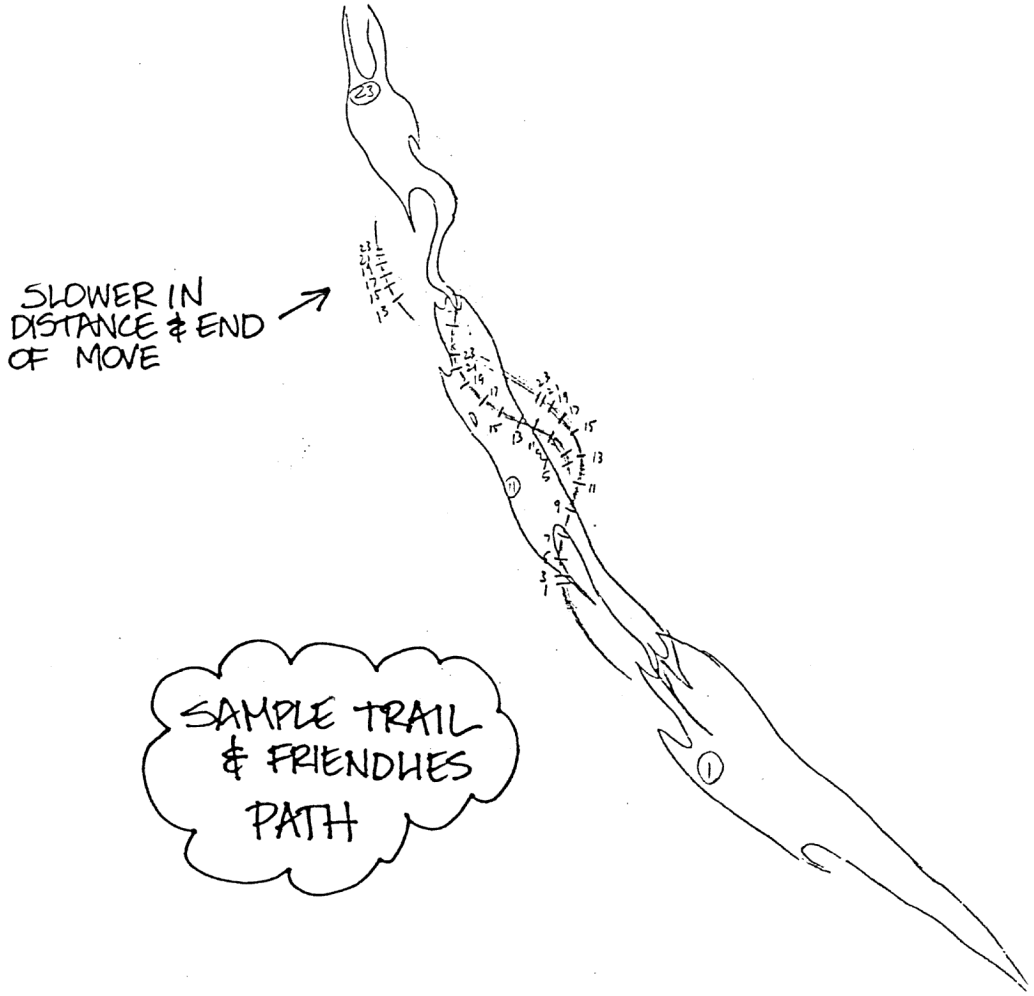
*** REMEMBER** the basic look is of a match being quickly pulled through the air, with the friendlies spiraling along behind more slowly.


NO INTERIOR DETAIL EXCEPT EYE INDICATION
COLOR SEP LINE IN BLUE
CRYSTA GLOWBALL
SAMPLE FOR COLOR SEPS

Sample Flight Paths

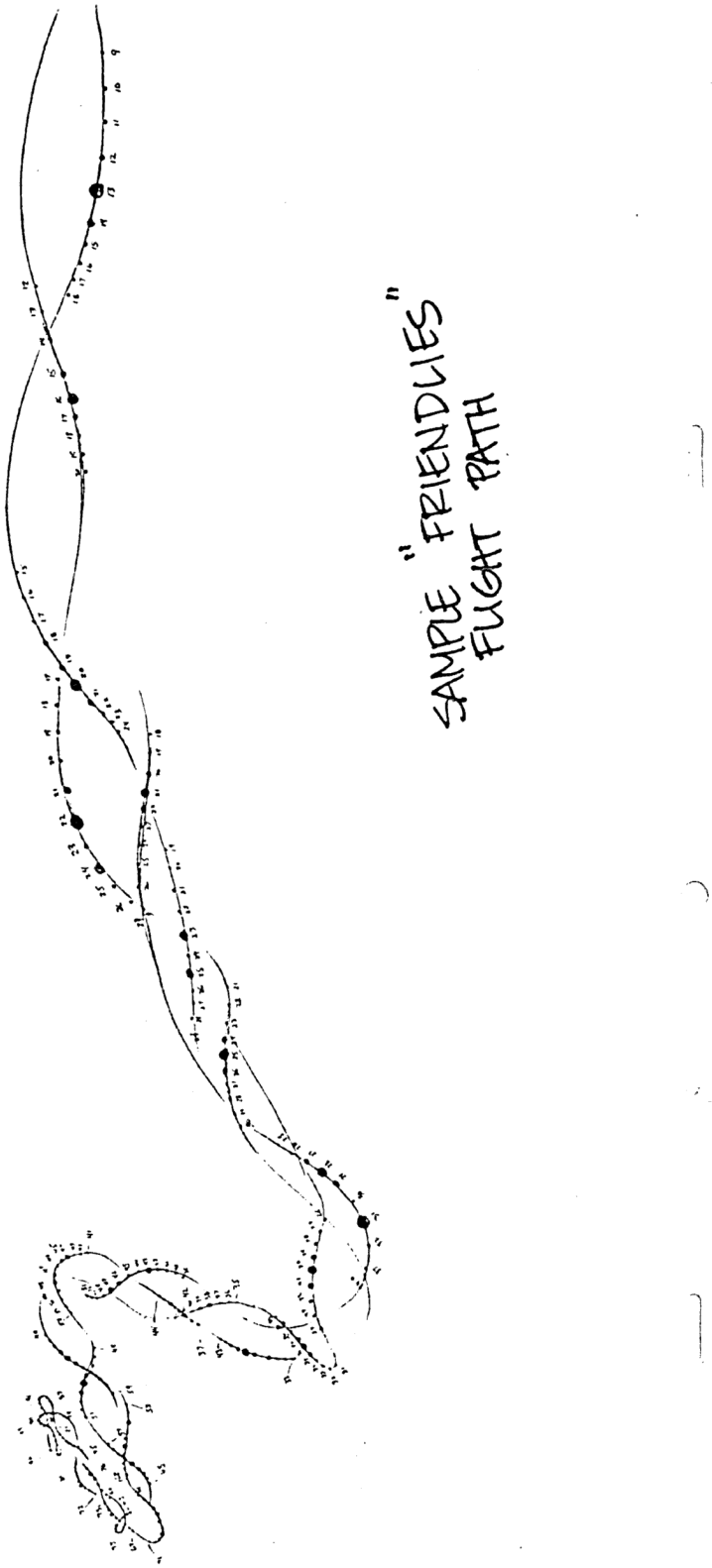


Sample Flight Paths



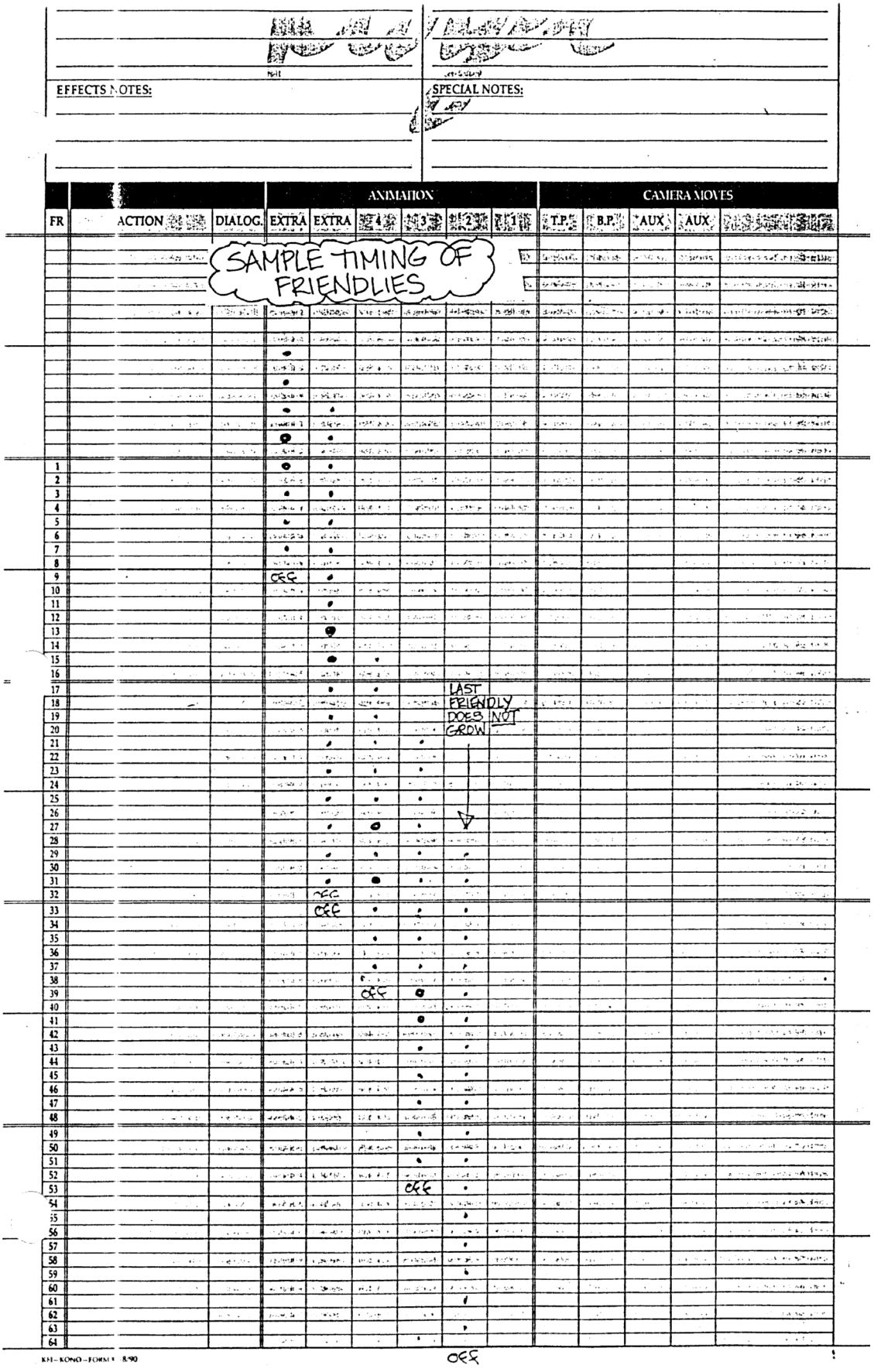
K-1 11-22

Sample Flight Paths



Sample Trail Shapes

Sample Timing of Friendlies

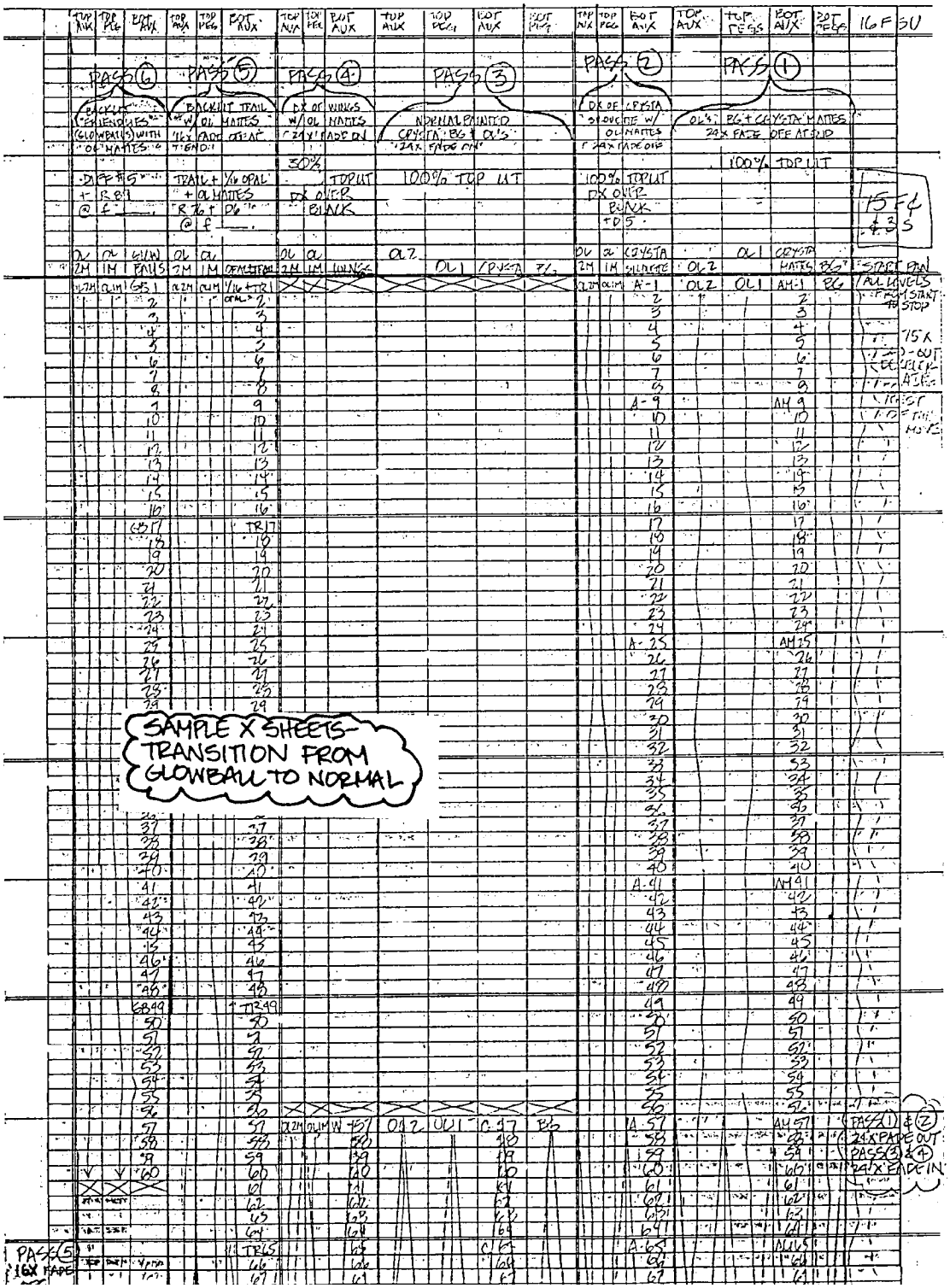


PROD.	SEQUENCE	SCENE	SHEET
K-1	9	2	1/1

SILOUETTE CRYSTA GLOWBALL SAMPLE

(WITH PAN & DISSOLVE FROM GLOWBALL TO NORMAL)

SPECIAL NOTES:
PAINT BLACK OPAQUE MATTE FOR TOP & BOTTOM MTE FOR OL 1+2, REG TO OL 1+2. CALL OL1M & OL2M. USE ON PASSES 2, 4, 5 & 6. THIS SC. CROSS DISSOLVES FROM CRYSTA GLOWBALL SILOUETTE TO REG. FX CRYSTA IN LAST 24X.



Crysta Glowball Example

PROD.	SEQUENCE	SCENE	CRYSTA GLOWBALL EXAMPLE	SHEET
K-1	9	28	THIS SC. IS A LONG PAN WITH OVERLAY.	1/1

SPECIAL NOTES:
USE OL MATTE OVER ART ON PASSES 2, 3, & 4. DUPLICATE MOVE FROM PASS (1). (PASS (1) IS SHOT WITH BLACK HOLDOUT OF CRYSTA, PAINTED CRYSTA IS ADDED AS DX ON PASS (2).)

PASS (4) PASS (3) PASS (2) PASS (1)

FR											T.P.	B.P.	AUX	AUX
						✓	✓	✓	✓	✓	PASS (1) TOP LIT 100%			
				✓							PASS (2) TOP LIT 100% +DS DX OVER BLACK + OL MATTE			
		✓	✓								PASS (3) BACK LIT 100% ART & VOL CRAYL + OL MATTE DL + ROSCO #76 @ F—			
	✓										PASS (4) BACK LIT 100% ART & OL MATTE + ROSCO #89 + 105 @ F—			
	SPARKLES + LEAF MATTE	OL MATTE + TRAIL		CRYSTA + OL MATTE	OL	CRYSTA MATTE	ZAK Z-1	HALO HC	BG BG					
	OM+B98	OL4+T98		OM+C98	OL	CM98								
	849	99		+C99		99								
	50	50		C50		50								
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	98	+LH98+T98		98		98								
	99	+LH99+T99		99		99								
	100	+LH100+T100		C100		CM100								
			THK											
		+LH102+												
		+LH104												
		+LH106												
		+LH108												
		+LH110												
		+LH112												

SAMPLE X-SHEETS GLOWBALL CRYSTA